

VERIFYING CYBER-PHYSICAL SYSTEMS

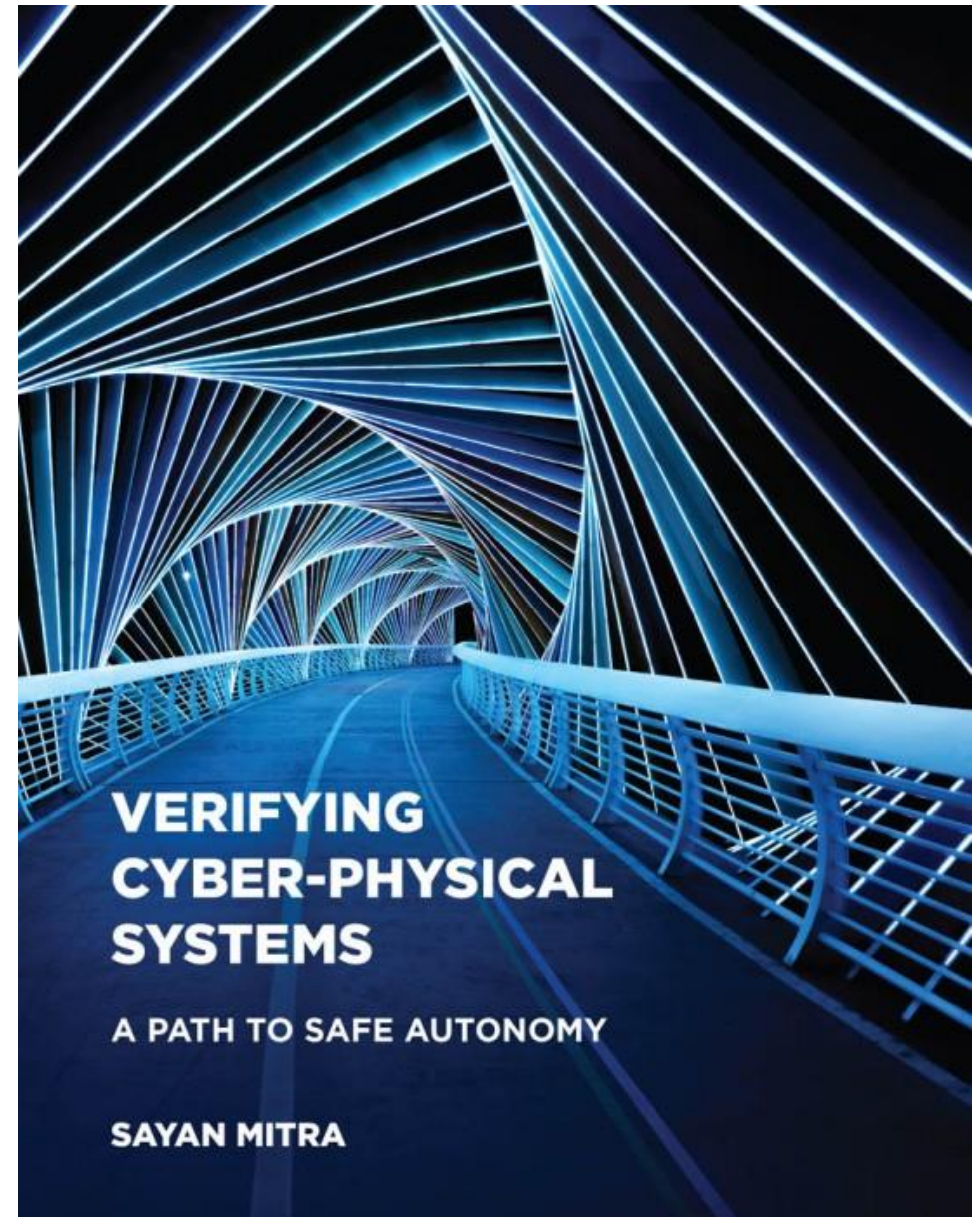
CHAPTER 4 - 5

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CHAPTER 4:
**MODELING CYBER-PHYSICAL
SYSTEMS**



INTRODUCTION

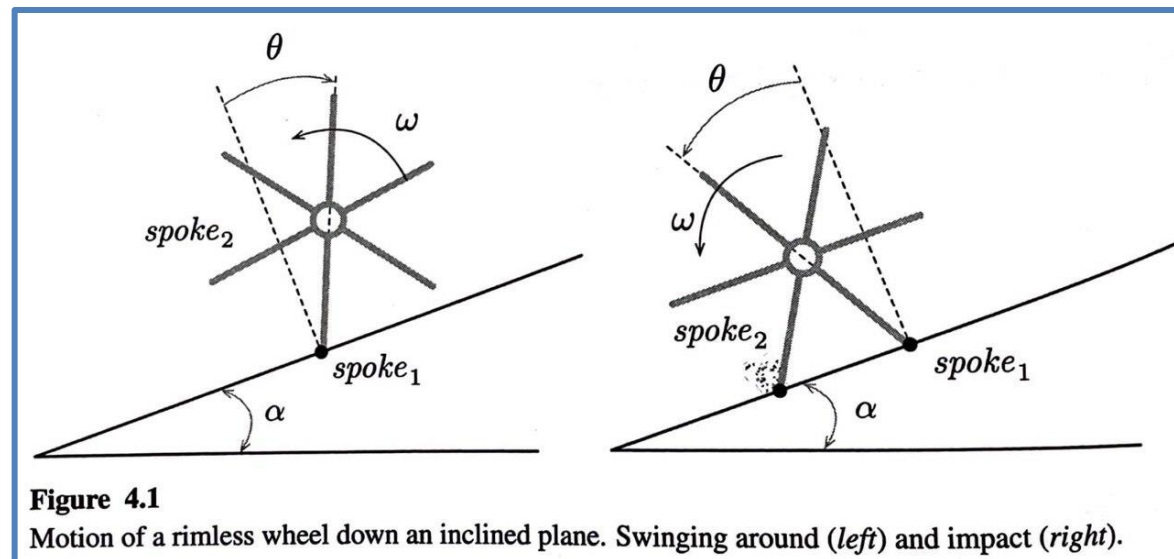
- ▶ **Cyber Physical System (CPS):** physical systems that are controlled by computer
- ▶ **Physical system modeling:** ordinary differential equations (ODE)
- ▶ **Computer operation:** Automata
- ▶ **CPS:** ODE + Automata (Hybrid Automata)



HYBRID AUTOMATA (HA)

► Why study HA?

- When the two modeling paradigms collide → strange behavior occurs
 - ✓ It is possible for a HA to perform infinitely many transitions in finite time
 - ✓ It is possible for a HA to become unstable even though its ODEs are stable
- Example: Rimless wheel
- State change
 - **Instantaneously** → during impact & **Continuously** → over an interval of time



LANGUAGE FOR SPECIFYING HYBRID SYSTEMS

- ▶ **Actions:** lists the actions of the automaton (only **impact** in this case)
- ▶ **Variables:** lists the state variables with their initial conditions
- ▶ **Transitions:** describes how discrete variables change
- ▶ **Trajectories:** describes how continuous variables change

1	automaton RimlessWheel($\alpha, \mu : \text{Real}, n : \text{Nat}$)		
	const $\beta : \text{Real} := 2\pi/n$		
3	type Spokes: enumeration [1,...,n]		
	actions		
5	impact		
7	variables		
	pivot:Spokes := 1		
9	$\theta : \text{Real} := 0$		
	$\omega : \text{Real} := 0$		
		transitions	
		impact	12
		pre $\theta \geq \beta/2$	14
		eff pivot := pivot + 1 mod n	
		$\theta := -\beta/2$	16
		$\omega := \mu\omega$	18
		trajectories	
		swing	20
		evolve	
		$d(\theta) = \omega$	22
		$d(\omega) = \sin(\theta + \alpha)$	
		invariant $\theta \leq \beta/2$	24

Figure 4.2
HA model of RimlessWheel.

HYBRID AUTOMATA (HA)

- ▶ An HA \mathcal{A} is a tuple $(V, \Theta, A, \mathcal{D}, \mathcal{T})$ where
 1. V is a set of variables called the state variables. The set $val(V)$ of valuations of V is the set of states
 2. $\Theta \subseteq val(V)$ is a nonempty set of start states
 3. A is a set of actions or transition labels
 4. $\mathcal{D} \subseteq val(V) \times A \times val(V)$ is called the set of transitions
 5. \mathcal{T} is a set of trajectories for the variables in V

- ▶ An HA \mathcal{A} is a deterministic HA
 - ▶ If the initial set Θ is a singleton set (a set with only value for one element) and
 - ▶ There is a single trajectory $\tau \in \mathcal{T}$ of non-zero duration with $\tau.fstate = v$

SPECIAL CLASSES OF HYBRID AUTOMATA (HA)

SWITCHED SYSTEMS

- It is an alternative formalism for describing cyber physical systems
 - Describes the system using a set of ODEs → one for each mode

$$\dot{x} = f_i(x), \quad i \in [p], \text{ and } p \in \mathbb{N} \text{ modes}$$

$$\dot{x} = f_{\sigma(t)}(x), \quad \sigma: \mathbb{R}_{\geq 0} \rightarrow [p] \text{ is swithing signal}$$

automaton SwitchedSys($p : \text{Nat}, f : [p] \times \text{Real}[n] \rightarrow \text{Real}[n], \sigma : \text{Seq}[\langle \text{Real}, [p] \rangle]$)			
2		12	
	actions	transitions	
4	switch($j : [p]$)	switch(j)	14
		pre $\sigma(\text{index}) = \langle \text{now}, j \rangle \wedge \text{loc} \neq j$	
6	variables	eff $\text{loc} := j$	16
	$x: \text{Real}[n]$	$\text{index} := \text{index} + 1$	
8	$\text{loc}: [p]$		18
	$\text{now}: \text{Real} := 0$	trajectories	
10	$\text{index}: \text{Nat} := 0$	mode(i)	20
		evolve	
		$d(\text{now}) = 1$	22
		$d(x) = f(i, x)$	
		invariant $\text{loc} = i \wedge \text{now} \leq \sigma(\text{index})[1]$	24

Figure 4.3
HA specification of a generic switched system.

SPECIAL CLASSES OF HYBRID AUTOMATA (HA)

RECTANGULAR HYBRID AUTOMATA (RHA)

- ▶ A **rectangular inclusion** for a real-valued variable x is specified as

$$l_m \leq \frac{dx}{dt} \leq u_m$$

Where the constants $l_m, u_m \in \mathbb{R}$

- ▶ Rectangular HA is a HA in which
 1. The evolution of each continuous variable x in each mode m is specified by **rectangular inclusion**
 2. The preconditions and the set of initial states are **rectangles**
 3. The effects are either **identity maps** or **assignments to rectangles**

HYBRID AUTOMATA (HA)

SEMANTICS FOR HYBRID SYSTEMS

► **Execution fragment:**

- an alternating, possibly infinite sequence of actions and trajectories $\alpha =$

$\tau_0 a_1 \tau_1 a_2 \dots$, where each τ_i is a in $\mathcal{T}_{\mathcal{A}}$; and $\tau_i.lstate \xrightarrow{a_{i+1}} \tau_{i+1}.fstate$

- ***Reach***(Θ, T, k): the set of states reachable from Θ in a maximum of k steps and in a maximum of T time

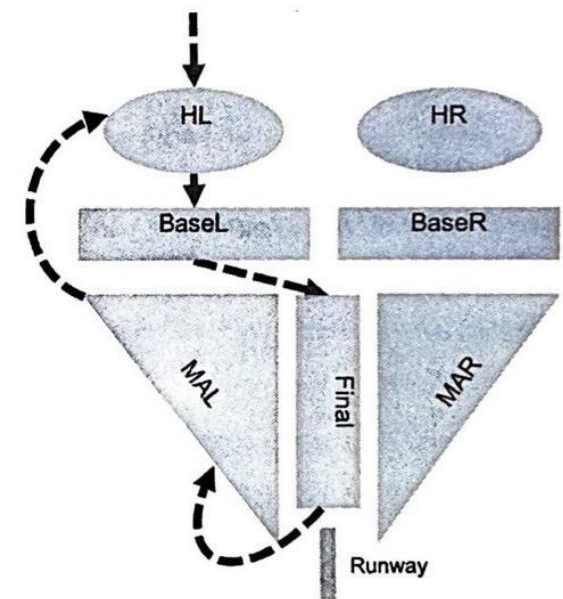
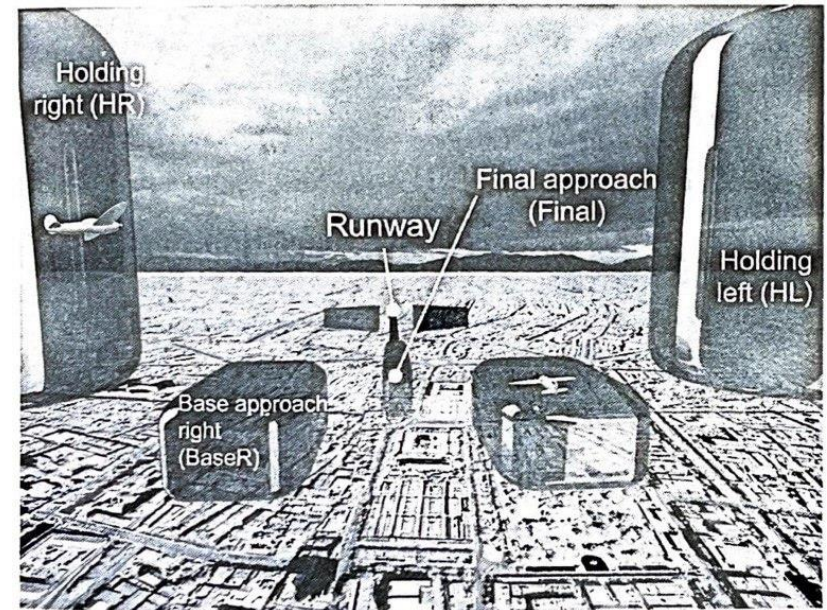
- ***Invariant*** (***S***): a set of states that contains $Reach(\Theta)$

- Stability (***globally uniformly asymptotically stable***)

- if for any $\epsilon > 0$ and any state v_0 , there is a time T_{ϵ, v_0} such that for any execution fragment α starting from v_0 , for all $t \geq T_{\epsilon, v_0}$, $|\alpha(t)| \leq \epsilon$.

SMALL AIRCRAFT TRAFFIC MANAGEMENT SYSTEM

- ▶ Developed at NASA → to coordinate landing sequence of aircraft with light-weight ground infrastructure
- ▶ The abstraction captures the distributed coordination across aircraft and the time that it takes for aircraft to clear certain separation requirements
- ▶ Modeling assumption:
 - ▶ The airspace around the airport is divided into several holding and approach zones
 - ▶ The SATS protocol defines the conditions under which an aircraft participating in the protocol can move from one zone to the next zone
 - ▶ For easier analysis each aircraft → 1D point
 - ▶ Transitions → moving from one zone to another
 - ▶ Trajectories → motion in each zone



```

automaton SATS( $n : \text{Nat}, L_{\text{Base}}, L_{\text{Safe}}, L_{\text{Final}}, v_{\text{min}}, v_{\text{max}} : \text{Real}$ ) 38
2  type Status enumeration 38
   [Fly,HL,BaseL, Final, MAL, Runway]
4  type ID: enumeration [0,...,n]
   actions
6  Fly2HL( $i:ID$ ), HL2BaseL( $i:ID$ ), BaseL2Final( $i:ID$ ),
   Land( $i:ID$ ), Miss( $i:ID$ ), MAL2HL( $i:ID$ )
8
   variables
10  $status: [ID \rightarrow \text{Status}] := \text{Fly}$ 
     $next: [ID \rightarrow ID] := 0$ 
12  $x: [ID \rightarrow \text{Real}] := 0$ 
     $last: ID := 0$ 
14
   transitions
16 Fly2HL( $i$ )
    pre  $status[i] = \text{Fly} \wedge i \neq 0$ 
18 eff  $status[i] := \text{HL}$ 
     $next[i] := last$ 
20  $last := i$ 
22 HL2BaseL( $i$ )
    pre  $status[i] = \text{HL} \wedge$ 
24  $(next[i] = 0 \vee status[next[i]] \neq \text{BaseL} \vee$ 
     $(status[next[i]] = \text{BaseL} \wedge x[next[i]] \geq L_{\text{Safe}}))$ 
26 eff  $status[i] := \text{BaseL}; x[i] = 0$ 
28 BaseL2Final( $i$ )
    pre  $status[i] = \text{BaseL} \wedge x[i] \geq L_{\text{Base}}$ 
30 eff  $status[i] := \text{Final}; x[i] := 0$ 
32 Land( $i$ )
    pre  $status[i] := \text{Final} \wedge x[i] \geq L_{\text{Final}} \wedge next[i] = 0$ 
34 eff  $status[i] := \text{Runway}$ 
    if  $last = i$  then  $last := 0$ 
36 for  $j:ID$ 
    if  $j \neq i \wedge next[j] = i$  then  $next[j] := 0$ 

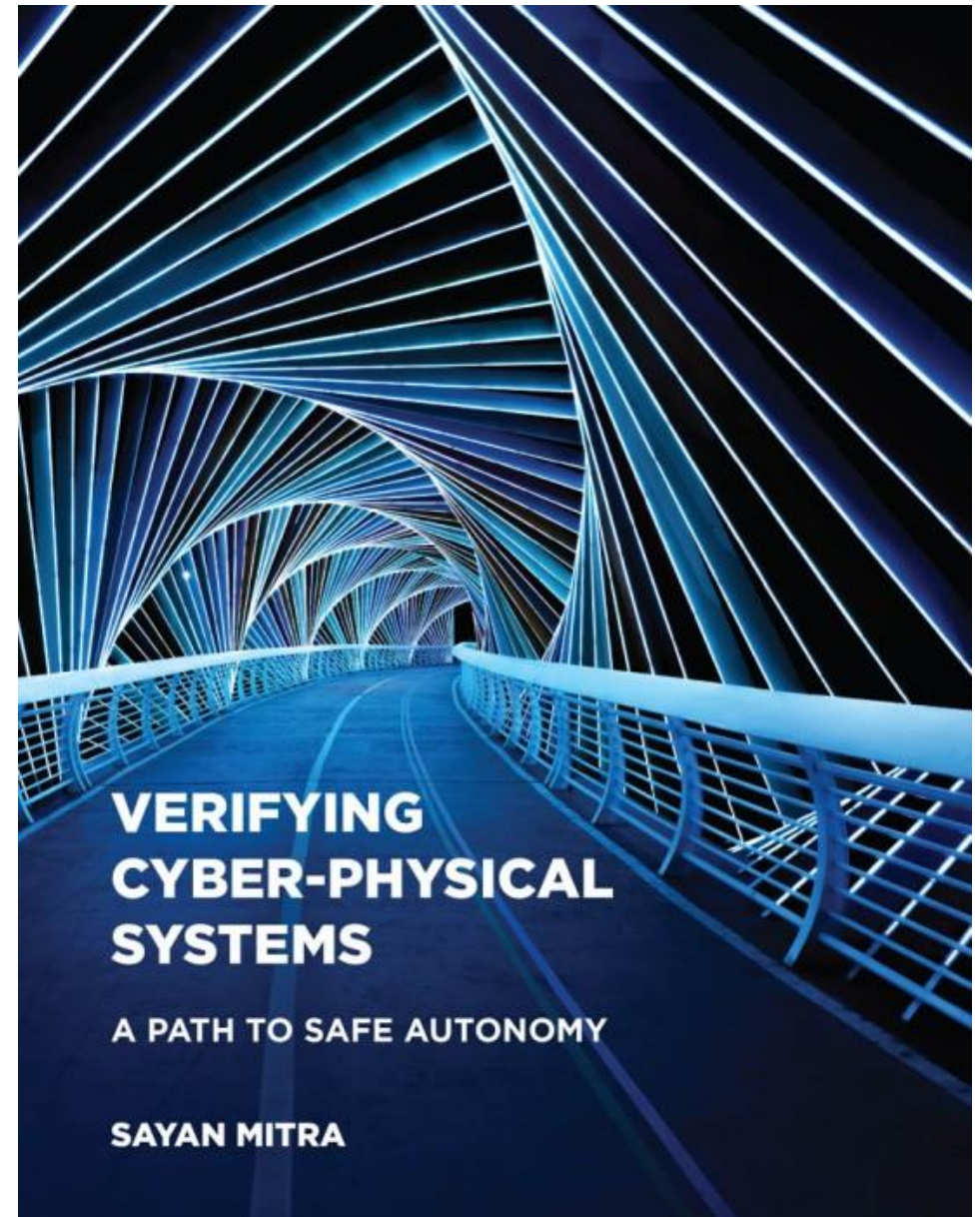
   Miss( $i$ )
    pre  $status[i] = \text{BaseL} \vee status[i] = \text{Final}$ 
    eff  $status[i] := \text{MAL}; x[i] := 0$ 
    for  $j:ID$ 
    if  $j \neq i \wedge next[j] = i$  then  $next[j] := 0$ 
42
   MAL2HL( $i$ )
    pre  $status[i] := \text{MAL} \wedge x[i] \geq L_{\text{MAL}}$ 
    eff  $status[i] := \text{HL}; x[i] := 0$ 
    if  $last \neq i$  then  $next[i] := last$ 
     $last := i$ 
44
   trajectories
   Traverse( $i$ )
    evolve
     $d(x[i]) \in [v_{\text{min}}, v_{\text{max}}]$ 
    stop when
     $(status[i] = \text{BaseL} \wedge x[i] \geq L_{\text{Base}}) \vee$ 
     $(status[i] = \text{Final} \wedge x[i] \geq L_{\text{Final}}) \vee$ 
     $(status[i] = \text{MAL} \wedge x[i] \geq L_{\text{MAL}})$ 
52
   Hold( $i$ )
    evolve
     $d(x[i]) = 0$ 
    invariant
     $status[i] = \text{Fly} \vee status[i] = \text{HL} \vee$ 
     $status[i] = \text{Runway}$ 
54
56
58
60
62
64

```

Figure 4.12

Small Aircraft Transportation System.

CHAPTER 5:
COMPOSING MODELS



COMPOSING MODELS

COMPOSITION

- ▶ **Composition:** building large mathematical models from smaller modules
- ▶ **Composing automata:** creating a new automaton by composing two or more automaton
- ▶ **Closure under composition:** a property where bigger automaton A has the same type as A_1 and A_2 . (The formalism we use should achieve this property)
- ▶ We follow input/output automaton (IOA) formalism
 - ▶ Partitions its actions (and variables) into input, output, and internal actions
 - ▶ **Input and output actions:** used for inter-automata synchronization and for state updates
 - ▶ **Internal actions:** exclusively for state updates
 - ▶ **Input enabledness:** a key assumption that ensures composition closure for IOA. It implies inputs can not be blocked.

COMPOSING MODELS

COMPOSING INPUT/OUTPUT AUTOMATA

- ▶ For each automaton $A_i, i \in \{1,2\}$, the set of actions A_i is partitioned into three categories:
 - ▶ Internal actions (H_i): only bring about state changes of A_i and are not involved in any interactions
 - ▶ Output actions (O_i): are controlled by (i.e. triggered by) A_i and read by other automata
 - ▶ Input actions (I_i): are controlled by other automata and read by A_i
- ▶ An IOA $\mathcal{A} = \langle V, \Theta, A, D \rangle$ is an automaton for which the set of actions A is partitioned into sets of input (I), output (O), and internal (H) actions. In addition, \mathcal{A} satisfies the following input action-enabling condition: E1 (input action enabled).
- ▶ E1 ensures that \mathcal{A}_i has well-defined transitions for every input action at any state.

COMPOSING MODELS

COMPATIBILITY AND COMPOSITION OF IOA

- ▶ A pair of IOA, \mathcal{A}_1 and \mathcal{A}_2 , are compatible if for $i \neq j$
 1. $H_i \cap A_j = \emptyset$: internal actions of one automaton should not be triggered by any action of another automaton
 2. $O_i \cap O_j = \emptyset$: each output action should be controlled by only one automaton
 3. $V_i \cap V_j = \emptyset$: disjoint state space
- ▶ If \mathcal{A}_1 and \mathcal{A}_2 are compatible, then their composition $\mathcal{A} = \mathcal{A}_1 || \mathcal{A}_2$ is defined to be $\mathcal{A} \triangleq \langle V, \Theta, A, \mathcal{D}, \mathcal{T} \rangle$, where
 - ▶ $V = V_1 \cup V_2$
 - ▶ $\Theta = \{v \in \text{val}(V) \mid \forall i \in \{1,2\}, v \upharpoonright V_i \in \Theta_i\}$
 - ▶ The overall set of actions $A = H \cup O \cup I = A_1 \cup A_2$, where
 - ▶ The set of internal actions $H = H_1 \cup H_2$
 - ▶ The set of output actions $O = O_1 \cup O_2$; and
 - ▶ The set of input actions $I = I_1 \cup I_2 \setminus O$
 - ▶ For each $v, v' \in \text{val}(V)$ and each $a \in A, v \xrightarrow{a} v'$

COMPOSING MODELS

COMPOSING HYBRID IOA

- ▶ An IOA $\mathcal{A} = \langle V, \Theta, A, D, \mathcal{T} \rangle$ is a hybrid automaton for which
 1. The set of variables V is partitioned into sets of input (U), output (Y), and internal (X) variables. $val(X)$ is the state space
 2. $\Theta \subseteq val(X)$ is the set of start states
 3. The set of actions A is partitioned into sets of input (I), output (O), and internal (H) actions
 4. $D \subseteq val(X) \times A \times val(X)$ is the set of discrete transitions
 5. \mathcal{T} is a prefix, suffix, and concatenated closed set of trajectories for V
 - ▶ In addition, \mathcal{A} satisfies the following input-enabling conditions:
 1. **E1 (input action enabled):** At every state x , every input action $a \in I$ is enabled. That is, there is a post state x' such that $x \xrightarrow{a} x'$
 2. **E2 (input trajectory enabled):** from every state x , the automaton should be able to react to any trajectory v of the input variables in U.

COMPOSING MODELS

COMPATIBILITY AND COMPOSITION OF HIOA

- ▶ If \mathcal{A}_1 and \mathcal{A}_2 are compatible, then their composition $\mathcal{A} = \mathcal{A}_1 || \mathcal{A}_2$ is defined to be $\mathcal{A} \triangleq \langle V, \Theta, A, \mathcal{D}, \mathcal{T} \rangle$, where
 1. The overall set of variables $V = X \cup Y \cup U$, where
 - I. The set of internal variables $X = X_1 \cup X_2$
 - II. The set of output variables $Y = Y_1 \cup Y_2$; and
 - III. The set of input variables $U = U_1 \cup U_2 \setminus Y$
 2. $\Theta = \{x \in \text{val}(X) \mid \forall i \in \{1,2\}, x \upharpoonright X_i \in \Theta_i\}$
 3. The overall set of actions $A = H \cup O \cup I = A_1 \cup A_2$, where
 - I. The set of internal actions $H = H_1 \cup H_2$
 - II. The set of output actions $O = O_1 \cup O_2$; and
 - III. The set of input actions $I = I_1 \cup I_2 \setminus O$
 4. For each $x, x' \in \text{val}(X)$ and each $a \in A, x \xrightarrow{a} x'$
 5. A trajectory τ of V is in \mathcal{T}

ADVANCED DRIVER ASSISTANCE SYSTEM (ADAS)

- ▶ More than 25% of reported traffic accidents are rear-end crashes
 - ▶ 85% of which happens on straight road
- ▶ Emergency breaking intervene automatically and prevent this type of accident
- ▶ Developed a HIOA to facilitate the testing of such system

Model parameters

- Vehicle identifier $i \in ID$
- Its driver's reaction time (RT)
- Initial separation from leading car (d_0)
- Safety distance threshold (d_s)
- The breaking profile (a)

State variables

- v_i and x_i position and velocity of vehicle
- loc_i mode variable
- $timer_i$ a stopwatch

Output variables

- $y_i \rightarrow$ a copy of x_i
- $y_{i-1} \rightarrow$ position of i 's predecessor
- 3 modes (breaking, cursing, and reacting) and 3 internal actions that trigger the transition among these modes

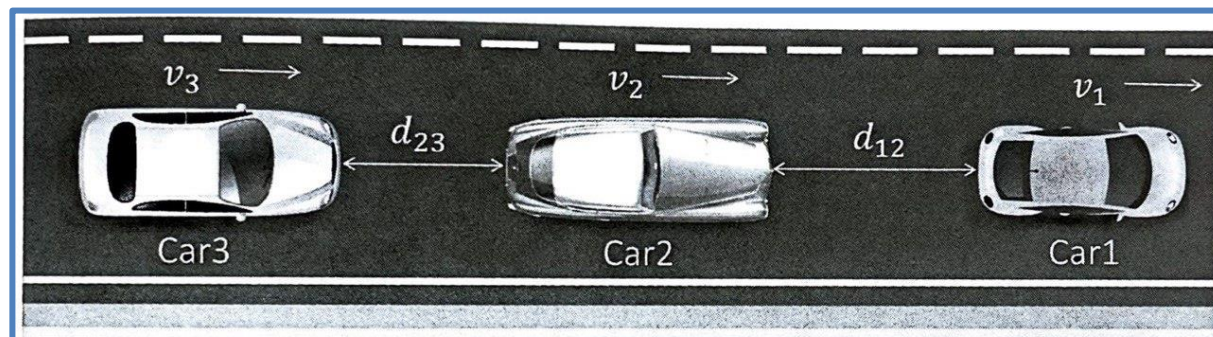


Figure 5.11

Sequence of n ($=3$) cars driving in the same lane, with automatic emergency braking (AEB). The safe-braking profile of Car₂ depends on the initial conditions and the behavior of the other drivers.

automaton SingleLaneCar($i : ID, RT, d_0, d_s : \text{Real}, a : [\text{Real} \rightarrow \text{Real}]$)	22
2 type Modes enumeration [<i>braking, cruising, reacting</i>]	
actions	internal cruise _{<i>i</i>} 24
4 internal trigger _{<i>i</i>} , brake _{<i>i</i>} , cruise _{<i>i</i>}	pre $loc_i = \textit{braking} \wedge y_{i-1} - y_i \geq 2d_s$
	eff $loc_i := \textit{cruising}$ 26
6 variables	trajectories 28
internal $loc_i : \text{Modes} := \textit{cruising}$	CruiseReact
8 internal $x_i := y_{i-1} + d_0$	evolve 30
internal $v_i : \text{Real}$	$d(v_i) = 0$
10 internal $timer_i : \text{Real} := 0$	$d(x_i) = v_i$ 32
input y_{i-1}	$d(timer_i) = 1$
12 output y_i	$y_i = x_i$ 34
14 transitions	invariant $(loc_i = \textit{cruising} \wedge y_{i-1} - y_i \geq d_s) \vee$
internal trigger _{<i>i</i>}	$(loc_i = \textit{reacting} \wedge timer_i \leq q RT)$ 36
16 pre $loc_i = \textit{braking} \wedge y_{i-1} - y_i \leq d_s$	braking 38
eff $loc_i := \textit{reacting}; timer_i := 0$	evolve
18	$d(v_i) = a_i(v_i)$ 40
internal brake _{<i>i</i>}	$d(x_i) = v_i$
20 pre $loc_i = \textit{reacting} \wedge timer_i > = RT$	$d(timer_i) = 1$ 42
eff $loc_i := \textit{braking}$	$y_i = x_i$
	invariant 44
	$(loc_i = \textit{braking} \wedge y_{i-1} - y_i \leq 2d_s)$

Figure 5.12

Composition of HIOA modeling AEB on single-lane highways. The parameters d_{12} and d_{23} are set to be equal to d .

THANK YOU!!!

